

PROFESSIONAL EXPERIENCE

Bohemia Interactive - Bangkok, Thailand

Aug 2024 - Jun 2026

Senior Artist, Character Team (Promoted to Senior, Mar 2026)

- Managed tasks and supported a team of 5 artists by planning assignments based on artist skill level, providing guidance, and helping resolve technical challenges.
- Collaborated across company branches and disciplines to ensure efficient workflows and high-quality deliverables.
- Reviewed and quality-checked tasks before delivery to other departments, ensuring assets met production standards.
- Simulated outfits using Marvelous Designer to prepare for high-poly sculpting.
- Modeled and sculpted captivating outfits and props for character development using Blender and ZBrush.
- Prepared and optimized low-poly, LOD models and UVs according to project requirements for enhanced game performance using Blender.
- Created textures using Substance Painter and Adobe Creative Suite, and look-dev assets for PBR setups.

The Monk Studios - Bangkok, Thailand

Jan 2018 - Oct 2019

3D Modeler, Character Team

- Crafted compelling characters for feature animations and short films using Maya and ZBrush.
- Modeled 3D characters and props while enhancing the original character design, with a strong understanding of shape and form for animation.
- Prepared clean topology for character models and customized UVs for the pipeline using Maya.

CORE SKILLS

Modeling & Sculpting

- Capable of creating high-quality, realistic and stylized 3D characters for films and games.
- Proficient in sculpting high-quality characters, creatures, and assets that convey likeness and storytelling.
- Optimal in delivering clean topology, including low-poly for games, and efficient UVs that meet production performance standards for use by rigging, animation, and simulation teams.

Texturing & Shading

- Proficient in creating realistic and high-quality textures with focuses on storytelling and emotional details for cinematic and real-time workflows.
- Strong understanding of pre-rendered and PBR materials for film and game workflows.
- Experienced in AAA game texturing techniques, including PBR masking, micro details/micro normal maps, decals, and secondary UV sets.

Others

Cloth Simulation

- Proficient in Marvelous Designer for draping, pattern-making and simulation prep for both high-poly sculpting and production-ready assets.

Grooming

- Skilled in creating realistic and stylized hair and fur using XGen and Yeti.

Team Leadership & Mentorship

- Planning task assignments and providing guidance to junior artists and team members.

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EDUCATION

Gnomon School of Visual Effects, Games and Animation - Los Angeles, CA

2-Year Certificate in Digital Production for Entertainment - Modeling and Texturing

2023

Burapha University - Chonburi, Thailand

Bachelor of Arts, Major in Computer Graphics - First-Class Honors (Gold Medal)

2016

CREDITED

Games: Vigor (Steam)

Animation: Ninjala Episode 0: Ninja-Gum Is Born
The Monkey King: Heaven's Great Mission

LANGUAGES

Thai (Native)

English (Professional working proficiency)

AWARDS

The Rookies - Draft Selection

Rookie Awards 2023

Gnomon Best of Term - Character for games

Spring Term 2023

Gnomon Best of Term - Creature Design

Fall Term 2022

Gnomon Best of Term - Hard Surface Modeling Character

Spring Term 2022

SOFTWARE

Maya · ZBrush · Blender · Substance Painter · Marvelous Designer · Unreal Engine · Zwrap · Wrap3D · Yeti · XGen · Mari · Adobe Creative Suite · Nuke · V-Ray · Redshift · Arnold